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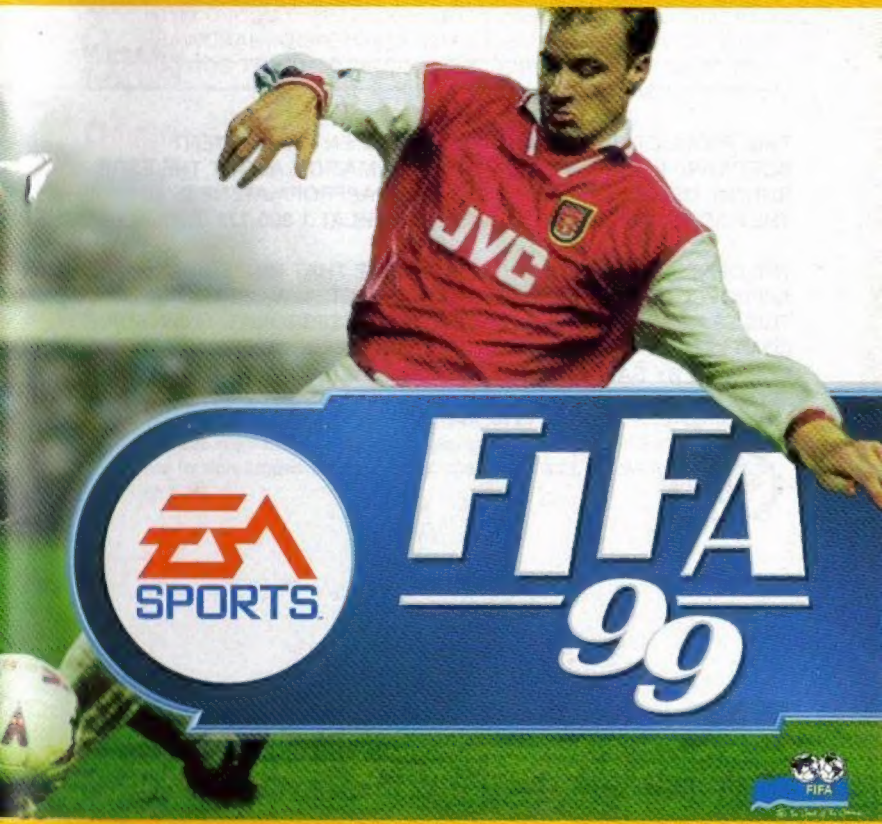
INSTRUCTION BOOKLET



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CONTENT RATED BY ESRB

NINTENDO 64

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BASIC GAMEPLAY CONTROLS

OFFENSE/DEFENSE

Move player	Control Stick
Turbo sprint	C←

OFFENSE

Shoot	B
Pass	A

DEFENSE

Switch players	A
Tackle	B
Slide Tackle	C↓

➥ In addition to these basic moves, *FIFA 99* includes many other moves you control. For more information about basic gameplay controls, ➤ *Command Summary* on p. 5. And for more detailed information about advanced controls, ➤ *Advanced Gameplay* on p. 14.

EA SPORTS *For more info about this and other EA SPORTS™ titles, check out www.easports.com.*

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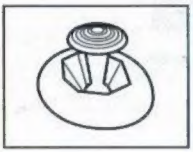
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64 Control Deck.
   WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.
   - ◆ If you're playing against a friend, plug the other Controller into Controller Socket 2.
3. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock it in place.
4. Turn ON the power switch. The EA SPORTS and *FIFA 99* intro sequence appears. If you don't see it, begin again at step 1.
5. To proceed, ➤ *Menu Navigation* on p. 5. (If nothing appears on the screen, begin again at step 1.)
   - ➥ To access the Controller Pak menu, hold START while turning the power ON.

WELCOME TO FIFA 99

Welcome to the official *FIFA 99* soccer game for the N64. It's as close as you'll get to the field without lacing up your cleats. With the introduction of a European Dream League and a Custom Cup and League creator, *FIFA 99* delivers authentic soccer action. Add improved gameplay, brand-new commentary, and the world's top teams, and this promises to be the most exciting season you ever played.

A Brief History of FIFA

The Fédération Internationale de Football Association (FIFA) was founded on May 21, 1904. Since then FIFA has become the governing body for the world's most popular sport. Some 200 million people throughout the world enjoy soccer. Soccer brings people together from all continents, and FIFA acts as the unifying force for this truly international game.

COMMAND SUMMARY

MENU NAVIGATION

ACTION	*CONTROL*
Highlight item	Control Stick
Select item	A
Cycle highlighted item	Control Stick
Advance to next Menu	START
Return to previous Menu (without saving changes)	B
Activate menu bar	R or Z
Cycle menu bar items (when menu bar is activated)	Control Stick ↔
Select highlighted menu bar item	A
Deactivate menu bar	R or Z

GENERAL COMMANDS

Move	Control Stick
Pause Game	START

Where the term tap is used, hit the specified button in a short, sharp fashion.

WHEN YOUR PLAYER HAS THE BALL

NOTE: Using speed burst tires players

[Tap C←]
Speed Burst (Each tap gives the player a short burst of speed.)

[C↓]
Lob (This sends an aerial pass to a player further down field. The longer you hold C↓ the higher the ball will go.)

[A]
Pass (Player passes to the teammate with the target control highlight around him. Use the Control Stick to pick different pass receivers.)

[B]
Shoot (Use the Control Stick to aim the shot)

WHEN THE OPPONENT HAS THE BALL

NOTE: Using speed burst tires players

[Tap C←]
Speed Burst (Each tap gives the player a short burst of speed.)

[C↓]
Slide Tackle (Your player goes to ground in an attempt to slide tackle the ball away from an opponent.)

[A]
Switch Player (Swap control to the player closest to the ball. Watch for the control highlight that appears under the closest player. Practice switching players to get the hang of controlling your team.)

[B]
Tackle (Your player briefly chases the ball carrier and attempts to tackle him.)

QUICK START MODE

FIFA 99 includes an all-new Quick Start option that allows you to jump into the game without any hassle. If you're looking for an easy way to start a Friendly Match with default options, this is the mode for you. Pick up and play!

To QUICK START a FRIENDLY MATCH:

1. Highlight the Quick Start icon on the Match Select screen and press A. The Controller Select screen appears.
2. Control Stick ↔ to select your preferred team.
3. Press START. The game begins.

SETTING UP THE GAME

MATCH SELECT SCREEN

Go to the Match Select screen to choose a mode of play, set options, edit teams, or load a saved game.

Quick Start
Friendly Match
European Dream League
Season
Golden Goal
Options
Team Management
Player Edit
Credits (Press R or Z, then A to access)
• Load Game (Press R or Z, then A to access)
Training
Team Edit
Load Game. See *Saving and Loading Games* ➤ p. 22.

◆ For more information about Game Modes, ➤ p. 8.

OPTIONS MENU

The Options menu is comprised of three sections: Match Options, Gameplay Options, and Audio/Visual Options.

➥ To cycle through the three options screens, highlight the tabs on the right side of the screen then Control Stick ↕ to select the desired screen.

MATCH OPTIONS

Use this screen to set your match options, including length of half, clock options, weather conditions, and more.

- When OUT OF PLAY CINEMAS is ON, the user views all out-of-play sequences.

GAMEPLAY OPTIONS

Use this screen to set the difficulty level and set up rules on the field. Options include: Offsides, Injuries, Referee Strictness, Substitutions, Fatigue, and more.

AUDIO/VISUAL OPTIONS

Set your sound and screen options.

- When KIT CLASHING is ON teams use either their home, away, or if need be, a different kit to resolve a clash. If OFF, teams only use their home or away kits to resolve a clash. (Note: this does not work for custom kits.) .

GAME MODES

FRIENDLY MATCH

A Friendly Match is a single match between two teams of your choice.

Before playing your match, you can select your teams and controllers, determine the stadium in which to play, and adjust other gameplay options.

- No cards, injuries, stats or fouls carry over from match to match in this mode.
- You may match up any team from any League against any other

GOLDEN GOAL MATCH

Instead of being a timed affair, teams play to a set goal total (1-10 goals). The team who scores the preset number of goals first reigns victorious.

TRAINING

Practice your skills in a custom, competitive atmosphere. Choose your team, then choose the drills you wish to run.

European Dream League

This is what football fans around the world have been waiting for. The ultimate club competition capturing the thrills and skills of the cream of European club football.

Take one of 20 of Europe's elite clubs and pit them against the best of the rest through a whole season. Once and for all the football champion of champions can be decided—with you in control.

To set up the European Dream League

1. Select the European Dream League icon from the Match Select screen.
2. Control Stick ↕ to highlight a team.
3. Press A to select between 1 and 8 teams to be controlled by you, then press START to advance to the GROUPINGS screen when ready.
4.
   a. If you want to play the tournament with the current groups, press START to advance to the Standings screen.
   b. If you want to create random groupings, press A to Randomize, then press START to advance to the Standings screen.
5.
   a. From the Standings screen, press R or Z to access the Icon Menu bar, if you wish to access OPTIONS, TEAM MANAGEMENT, SAVE GAME, PERFORMANCE CHARTS (available after the match), and the FIXTURES screens.
   b. Press START to advance to the STADIUM SELECT screen.
6.
   a. To adjust Match Conditions, use the Control Stick to highlight, then press A to select. Adjust setting with the Control Stick and press A again.
   b. Press START to advance to the Controller Select screen.
7. Control Stick ↔ to select the team you want to control.
8. Press START to begin the game.

Once you reach the end of the Dream League season, the top two teams in each group advance to a home-and-away Semi-final series with the winners meeting in the European Dream League Final.

NOTE To simulate the next scheduled match, you must enter the Fixtures screen, select SIMULATE, and press A.

NOTE In the Fixtures screen in European Dream League and Season mode use the Control Stick ↕ to scroll one fixture at a time or C ↕ buttons to scroll through the fixtures lists ten at a time.

Season Mode

Take control of a team and guide them through a full season in any one of *FIFA 99's* 15 league and cup competitions. Alternatively, create your own customized Cup or League.

➥ Select from four Season types: LEAGUE, CUP, CREATE CUSTOM LEAGUE or CREATE CUSTOM CUP.

LEAGUE	Choose from BELGIUM, BRAZIL, ENGLAND, FRANCE, GERMANY, ITALY, NETHERLANDS, PORTUGAL, SCOTLAND, SPAIN, SWEDEN, USA.
CUP	Choose from three European Cups.
CUSTOM LEAGUE	Create your own League structure and choose teams (➤ *Custom League/Cup Creator* section below).
CUSTOM CUP	Create your own Cup tournament and choose teams.

Custom League Creator

Create your own League featuring either Club or International Teams. You may select from 2-24 teams to play a defined number of matches. You decide when the competition commences and even get to name the Trophy!

If you have less than four teams in your Custom league you cannot select a single Round Robin format.

Custom Cup Creator

Set up a Cup Competition of your own devising. Select club teams from any of FIFA 99's supported leagues as well as a selection of NATIONAL or REST OF EUROPE sides. Choose whether you want to play a Round Robin League followed by a Knock-out stage or simply go straight into a Knock-out Cup competition.

➥ Use the CPU Selection button to instantly select remaining teams.

TEAM MANAGEMENT MENU

Control every aspect of your team's performance with Team Management. Hand-pick your squad, choose the right formation, select from a variety of strategies and you could soon be ripping the opposition apart.

- Access Team Management from the Match Select or Standings screens or from the in-game Pause Menu.
- Use In-Game Management (IGM) to switch formations, positioning and strategy on the fly.

Any team changes made from a league or cup mode are specific to that tournament and are saved automatically when you save that league or cup.

STARTING LINE UP

- To change the starting line-up or substitute players, select the first player then select a second player. The two players are automatically swapped.
- To toggle the pitch or field team layout and the Attribute table, press C↓.

TRANSFERS

Buy a star player from another team or get rid of an over-paid, under-achieving mid-fielder. Only club teams may make Transfers.

When you reset Saved transfers ALL Transfers in that database are lost.

KICK TAKERS

To choose your top men for set plays and penalties:

1. Control Stick ↕ to choose a player for a kick takers role.
2. Press A to select the player. The kick takers role is now highlighted. Either:
   a. To let the selected player take that role, press A.
   b. To place the selected player in a different role Control Stick ↕. Press A when the role you wish him to take is highlighted.
3. Repeat as desired.
4. Press START to return to TEAM MANAGEMENT.

Player Attribute Abbreviations

Acl	Acceleration
Aglty	Agility
BCtrl	Ball control
Creat	Creativity
Fitns	Fitness
HdAcc	Header accuracy
ShPwr	Shot power
ShAcc	Shot accuracy
Speed	Speed
Tckle	Tackles
Aggrs	Aggressiveness

PLAYER AND TEAM EDIT MENUS

- Edit players and squads—from changing the color of their hair to re-designing the entire team kit.
- Customize player appearances.
- Build a player to excel at his position by altering 10 player skills (e.g., Speed, Shot Accuracy, Fitness).
- Change player position.

➥ To save changes, press R or Z to highlight the Save Changes icon, then press A

If you want to customize players or squads, you must do so before entering a League or Season mode

TIEBREAKER RULES

LEAGUE RULES

In the event of two teams being level on points in any league competition, the following criteria is used to determine the higher placed team.

1. Goal Difference: The number of goals conceded is deducted from the number of goals scored to give Goal Difference. The team with the highest Goal Difference is victorious.
2. Goals For: If Goal Difference is equal then the team with the greatest number of Goals For is deemed the winner.

If Goals For is equal, the winner is the team that fared better in meetings between the two teams.

CUP RULES

In cup competitions two sets of rules apply:

1. Match Knockout: Teams play golden goal extra time and then penalties
2. Two-leg Knockout Competition: If teams are level after 90 minutes in the second match, goals scored away from home count double. If scores are still level, Golden Goal extra time is played. If there is still no resolution then the game is concluded by a penalty shoot-out.

ADVANCED GAMEPLAY

INTERMEDIATE CONTROLS

PASSING

Through Pass	C→

FOULING

Intentional Foul	C↑

AVOIDING TACKLES

Jump a Slide Tackle	C↑
Juke Left	Tap Z
Juke Right	Tap R
360° Spin Left	Double tap Z
360° Spin Right	Double tap R

GOALIE CONTROL

Goalie charge	Hold R
Pick up the ball	C↑
Drop the ball	C←
Throw	A
Punt	B

SPECIAL TECHNIQUES

ONE-TIMERS

Perform these moves while the ball is loose or being passed.

First-Time Pass	A
First-Time Lob	C↓
First-Time Through Pass	C→
First-Time Shot	B

SHOOTING

➥ To target different areas of the net, point the Control Stick based on the direction your player is facing. Pointing towards the opponent's net will shoot high. To drive a low hard shot pull the Control Stick away from the opponents net.

◆ Tapping the button side-shoots one in along the ground. This lets you shoot low without having to pull away from the opponents net.

CHESTING

➥ While the ball is in the air, use the Control Stick to choose a direction in which to chest the ball.

Chest	Control Stick

To run onto the ball without chesting, hold down the Z or R buttons.

HEADING

Header on goal	B
Head the ball to a teammate's chest	C↓
Head the ball to a teammate's feet	A

◆ The earlier you activate a header the more likely your player is to win the ball. Use the Control Stick to pick a receiver or target a header on goal.

VOLLEYING

Volley or Bicycle Kick Shot	Tap and Hold B
Volley to a teammate's chest	Tap and Hold C↓
Volley to a teammate's feet	Tap and Hold A

➥ To attempt a volley, tap the button once and then press and hold it down until the player completes the volley. After tapping, it is important that you hold the button down while the ball is in the air.

◆ Volleying requires more time and space than heading.

ADVANCED CONTROLS

SKILL MOVES

➥ To activate Skill moves, hold down Z or R (as specified below) and press one of the following buttons.

Action (Hold Z Button)	Command	Action (Hold R button)
Fakes	Control Stick	Fakes
Rainbow Kick	C↓	Flick-over
Step-over Nutmeg	C→	Double Step-over
Dive	C↑	Dive

SKILL MOVE TIPS:

◆ When performing fakes, move the Control Stick sharply in the desired direction.

◆ Rainbow kick, flick-over, and the step-over nutmeg move the ball out of an attacker's path.

◆ Diving can be used to draw a foul if a defending player is too close for comfort.

◆ Jukes are great for avoiding sliding players; 360° spins are useful against standing tackles.

IN-GAME TACTICS (IGT)

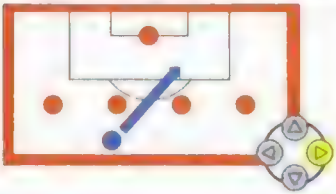
➥ To activate an in-game tactic, press one of the following while holding Z + R.

Offside Trap C↓

The offside trap moves your defensive line up in a coordinated effort to catch your opponent offside. Use it wisely! It may leave you open to a through pass.

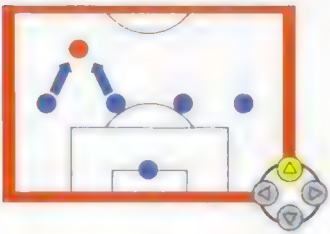
Through Ball Run C→

Creates a diagonal run to the back of the opponent's defense or starts an overlapping run. Watch for the player and try to connect with him for a breakaway.



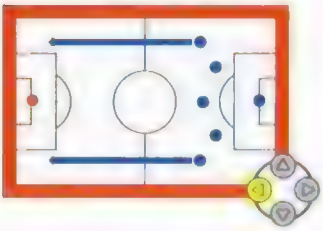
Attacking Pressure C↑

Move players out of position to pressure the ball handler. Many goals are scored when a team loses possession in their defensive end, so use this tactic to pressure an opposing defender into making a mistake.



Wing Back Run C ←

Your wing back (or closest player) makes a desperate run up the sideline. Try to hit him with a pass or lob before he goes offside.



Tactic Indicator Control highlight

- A control highlight indicates any player affected by an IGT for the duration that the tactic is active.

1-2's and Wall Passes (Controlling 2 Players)

Passback

➥ To retain movement control of your current player and kicking control of another, press A while holding Z + R. Use the Control Stick to choose the player you wish to pass to.

Offball

➥ To retain kicking control of the current player and movement of another, double-tap A while holding Z + R. Use the Control Stick to choose the player you wish to control.

IN-GAME MANAGEMENT (IGM)

Change a team's formation, strategy, and positioning during play to one of three settings you've created (IGM #1–IGM #3). Once you press a button to activate a formation and strategy, that setting remains until another is activated or a new game is started.

To change IGM during a match:

➥ Hold Z + R, and press B to activate the next In-Game Management setting. (For instance, if IGM #1 is active, press B once to run IGM #2 or twice to run IGM #3.)

To program custom In-Game Management:

1. Select TEAM MANAGEMENT from the Pause Menu, then select IGM.
   - ◆ You can select Formation, Strategy, or Positioning for IGM #1, #2 and #3.
2. Modify the settings.
3. Save your settings if available.

Set Formation/Strategy/Positioning combinations to suit a range of potential situations, such as all-out attack, attack/defend, and all-out defend.

Your team starts the game with IGM#1 active.

STRATEGY/TECHNIQUES FOR SPECIFIC SITUATIONS

IN DEAD BALL SITUATIONS...

FREE KICK

Normal Mode

Cycle View Mode (Normal/Receiver/Target)	C→
Move Target Arrow	Control Stick
Ball Follows Arrow Trajectory	A, B, or C↓
Add Ballspin Left	Hold Z
Add Ballspin Right	Hold R

Receiving A Free Kick

Switch Player	A
Lob	C↓
Kick to Player	B
Cycle View Mode (Normal/Receiver/Target)	C→

Target Mode

Kick to Target	A, B or C↓

THROW-IN

Throw-In Commands are the same as Free Kick Commands with the following exceptions.

Receiving A Throw-In

Switch Player	A
High Throw	C↓
Low Throw	B

Target Mode

Throw to Target	A, B or C↓

CORNER KICK

Corner Kick Commands are the same as Free Kick Commands with the following exceptions

Receiver Mode

High Cross to Receiver	C↓
Switch Player	A
Medium Cross to Receiver	B

Target Mode

Lob to Target	C↓
Pass to Target	A
Low Cross to Target	B

When Your Goalie Has The Ball

Normal Mode

Goal Kick commands are the same as Free Kick Commands with the following exceptions:

Receiver Mode

Lob	C↓
Switch Player	A
Clear to Player	B

Target Mode

Clear to Target	B

Penalty Kick

Shooter

Target Shot	Control Stick
Switch Kicking Side	C↓
Switch Shooter (Not available in Penalty Kick Shoot-out)	A
Shot	B

Goalie

Move Along Line/Choose Direction of Save	Control Stick
Attempt Save	C↓, A, or B

SAVING AND LOADING GAMES

You can save your *FIFA 99* progress and settings at the completion of any League or Cup match. If you exit the game mode without saving, you lose all progress made during that gameplay session.

- Load previously saved games at the Match Select screen.
- You may save up to two games.

Never insert or remove a Controller Pak while loading or saving. To ensure saved tournaments remain intact, keep your Controller Pak in Controller 1 the entire time *FIFA 99* is running.

To Save a FIFA 99 League or Cup:

1. From any *FIFA 99* menu after a *FIFA 99* match, press R or Z to activate the Icon Menu Bar.
2. Control Stick ◂ ▸ to highlight Save Game Icon, then press A. The Save Game menu appears.
3. Control Stick ↕ to highlight the preferred, then press A. The tournament is saved.
4. Press START to exit.

A saved game has its own note. Any changes made to teams from within a saved game stay specific to that saved game and does not alter original settings. Likewise, changes made to settings outside the saved game do not alter the saved game's settings.

The interior views available for game play at certain stadiums, including the Nou Camp Stadium, Barcelona and Estadio Satiago Bernabeau, Madrid, are not depictions of the actual interior views of those stadiums.

NEED GAMEPLAY HELP?

Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original Game Pak to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $30.00.

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If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

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FIFA 99

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